Diary

|  |  |  |  |
| --- | --- | --- | --- |
| Week commencing | Entry | To do | Done |
| 20/01/2014 | I had a meeting with my E.P mentor he explained the basic criteria for EP and where relevant resources are. I started my Rational.  I did some more research into my topic and looking for alternative languages for writing a 3D object editor, such as C#, C++, C and Silverlight. The information is in the file called ‘Gathering Information about different programming languages’. |  |  |
| 27/01/2014 | I finished a very basic timeline that indicated when I’ll have free time and when I’ll be able to work on my EP.  I had a discussion with my dad who has previous experience in programming in C, C++ and C#. The information is in the file called ‘Gathering Information about different programming languages’.  I decided what I want to do and which programming language I want to learn and I’ve outlined why in my Rational. |  |  |
| 3/02/2014 | I have not done anything this week because I had my art coursework due |  |  |
| 10/02/2014 | Further research on C# and OpenGl called SharpGL  Installed Visual Studio 2013 on my computer that will enable me to work |  |  |
| 17/02/2014 | Tutorial on C# completed. in file: MathsTimedQuiz  This tutorial introduced me to the basic c sharp structure.  <http://www.tutorialspoint.com/csharp/csharp_program_structure.htm> |  |  |
| 24/03/2014 | Played a little bit with Blender and Google SketchUp. Upon some research I found that blender seems much more advanced and complex than SketchUp. |  |  |
| 03/03/2014 | (Reflection) I have been doing something a little bit each week, but the pace at which I am going by is too slow for my project. The reality is that I am not crystal clear of the program that I want to design. I need to make a design of the final product by the end of this week.  The design of the product is in file: DesignManagement.V1 | Finish DesignManagement.V1 | Done |
| 10/03/2014 | There is something that’s called a double buffer. The principle is that it sets all ‘background’ pixels to display an image and then loads them onto the screen. This is a useful feature that I will use in my program and will stop from an image from being displayed pixel by pixel.  I’ve installed Tao libraries and OpenGL libraries onto my computer so I can access the graphics card functions. | Complete this tutorial from  <http://www.youtube.com/watch?v=RU_Dkm_-Jsc> | Done |
| 17/03/2014 | I did not do what I intended to do this week because I found that Tao libraries are not suitable for | Add a feature that enables you to draw a rectangle with a mouse.  (learn mouse controls and vertices manipulation) | Not done |
| 24/03/2014 | I did not do anything this week because I had too much school work this week in preparation for my Art Exam. | - | - |
| 31/03/2014 | I reflected on my project doing a mid-term project review which can be found in ‘MidtermProjectReview.doc’ | Midterm Project Review | Done |
| 7/04/2014 | I did lots during this week. I familiarised myself with C# even further completing a set of programming challenges from the Euler Project site.  I also found out more about classes and object oriented programming which I think will be vital to know for my project.  I also built a basic windows application form (WAF).  I did not however add a canvas because I run out of time.  It seems like I will not be able to get in time for July because over estimate what I can do in the time. | Build a basic application form.  Add canvas and camera to the application. | Done  Not done |
| 14/04/2014 | I did not do anything this week because I had revise for other school subjects and I was on Easter holiday. | - | - |
| 21/04/2014 | I’ve added a simple canvas. However the canvas is a canvas that only allows you to draw a 2D object. I will have to research a canvas that I can implement into my software. | Add a canvas to the application | Done |
| 28/04/2014 | Art Exam | - | - |
| 05/05/2014 | Preparation for first exams | - | - |
| 12/05/2014 | Preparation for first exams | - | - |
| 19/05/2014 | Exams | - | - |
| 26/05/2014 | Exams | - | - |
| 02/06/2014 | Exams | - | - |
| 09/06/2014 | Exams | - | - |
| 16/06/2014 | I have added some extra features the button events.  There is a class that enables me to control Boolean variables. They will be used for storing the state of mouse on canvas. These variables will change between ‘True’ and ‘False’ and when a mouse is does anything on the canvas an event is selected. The program will look up against the variables and select an appropriate method to make the cursor draw or select or perform another appropriate function on a shape on the canvas.  So far the GUI is very simple. (look at file: GUI.V1) I have a button for drawing simple shapes on the canvas such as rectangle and square and line and a canvas that uses Windows Presentation Foundation (WPF). This is a special canvas that enables you to implement camera lighting and viewpoints. I have yet to link the buttons so that they perform. File “3DGraphicsV1” explains what I have done together with the code. |  |  |
| 23/06/2014 | I’ve found out that there is a problem while using the 3D graphics in the Windows Forms Application. I asked my dad while trying to figure out why there was an error coming up when I tried to reference the library and it turned out the Viewport3D library was not appropriate to use with WFA. Therefore I need to create a new project in a WPF Application and rewrite the GUI!  I have looked at the some example code that was put in place on their website to show how to use the library in WPF.  The code that they provided drew a rectangle from a triangle mesh and added light and camera. I’ve used this example to create my own shape which you can rotate with keys on the keyboard.  I’ve tried adding buttons however when you create a 3D object they disappear because the 3D graphics is drawn on the Main Form rather than on Canvas so the button which also sit on the Main Form get blocked. I still have not found a way around this problem. For now I use the keyboard to call events.  Screenshots of the program are in the file “WPFGraphicsV1” |  |  |
| 30/06/2014 |  |  |  |
| 07/07/2014 |  |  |  |
| 14/07/2014 |  |  |  |
| 23/07/2014 |  |  |  |
|  |  |  |  |
|  |  |  |  |